NES-VE-USA

RoadBlasters

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GETTING STARTED

1. Insert your game cartridge, label side up, into your NES unit and close the door. Make sure that your NES is properly connected, then press the POWER button to turn the unit on. RoadBlasters is designed for 1 Player only, using the Controller in Port 1.
2. When the game's title screen appears, press any button on Controller 1 to advance to the level selection screen. If you do nothing, a short demo will begin, followed by the high score screen and a screen displaying the Enemy. Press any button to exit this sequence and advance to the level selection screen.
3. On the level selection screen, press **LEFT** and **RIGHT** on your ControlPad to choose between the first three regions: Bubble City, Forest Section, and Desert Region. When the countdown timer appears at the top of the screen, you will have just 5 seconds to make a selection.

PLAYING THE GAME

Grab the controls of your high-performance armored car and take off on an action-packed journey into the future, where survival is the only law.
Accelerate down the straightaways and spin around the turns, dodging land mines and

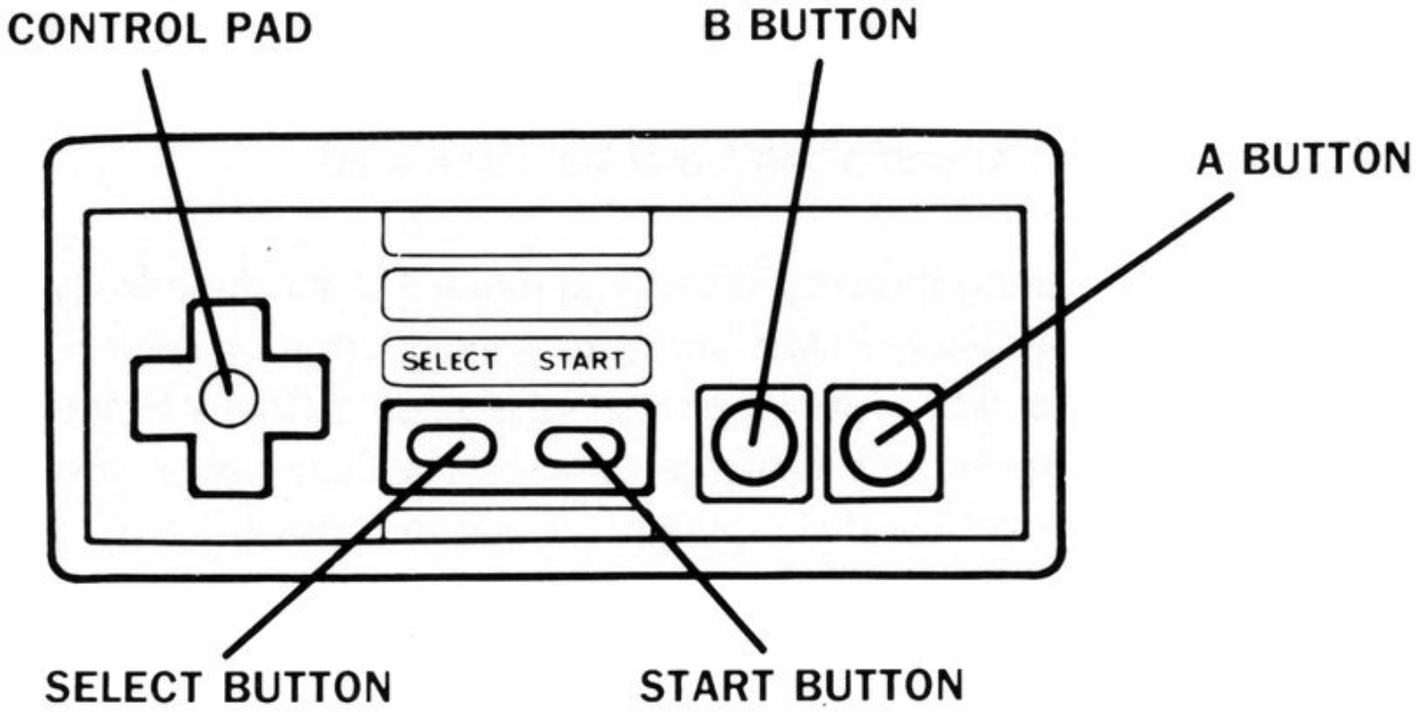
toxic spills. Blast opponents with your artillery gun and an array of special weapons dropped by the support jet.
Your object is to reach the Rally Point at the end of each level—50 in all.
The farther you get, the more difficult it becomes. Avoid crashing into enemy cars, and look out for blasts from gun turrets along the sides of the road.

You must refuel your car along the way in order to make it to the next Rally Point. Additional fuel is awarded at Rally Points and Check Points (the halfway point of each level); a series of beeps lets you know when you've passed a Check Point. You can also get extra fuel by driving through the green and orange fuel globes you'll find along the road. Watch your fuel level carefully—when you run out, you'll use up one of your three "lives." (You get three attempts to finish all 50 rallies in one game.)

REGIONS

Bubble City: 1-3
Forest Section: 4-10
Desert Region: 11-14
Ground Zero: 15-18
Crystal Palace: 19-22
Weapons Factory: 23-26
Power Plant: 27-30
Science Complex: 31-34
Molten Zone: 35-38
Ground Zero: 39-42
Bubble City: 43-46
Sunset Strip: 47-50

CONTROL FUNCTIONS



Press **UP** on the Control Pad to accelerate. When you stop pressing **UP** your car will maintain its current speed. If you drive off the sides of the road, your speed will decrease rapidly.

Press **DOWN** on the Control Pad to decelerate.

Press **LEFT** and **RIGHT** on the Control Pad to steer your car left and right.

Press the **A Button** to fire your guns; you will fire in the direction your car is facing.

Press the **B Button** to activate a special weapon (U.Z. Cannon, Electro Shield, Nitro Inject, or Cruise Missile).

Press the **START Button** to pause the game; the word PAUSED will appear in the center of the control panel. Press **START** again to resume play.

SPECIAL WEAPONS

To acquire a special weapon for your car, catch the attribute pack dropped by the support jet. The name of the special weapon you have will be displayed on the control panel. Press the **B Button** to activate a special weapon once you have caught it. You have three chances to use the Electro Shield, Nitro Inject and Cruise Missile. The U.Z. Cannon allows you a limited number of rounds.

U.Z. CANNON

Rapid-fire gun.

ELECTRO SHIELD

Protects your car from shots and collisions. While the Electro Shield is activated you can destroy all other cars on the road by driving through them.

NITRO INJECT

Can boost your speed to 298 mph. for a limited amount of time (and for up to three times).

CRUISE MISSILE

Destroys everything in the path of the player (including fuel globes!).

THE ENEMY

As you drive, watch out for other cars on the road—if you run into them, you'll crash. Destroy enemy cars and gun turrets to earn bonus points.

STINGERS

Orange cars—you'll see a lot of them on the roads of the future. Stingers can be destroyed with normal fire, U.Z. Cannon, Cruise Missile, or Electro Shield.

COMMAND CARS

Large blue cars that are immune to normal fire. Command Cars can be destroyed with a Cruise Missile, or by driving through them with the Electro Shield.

RAT JEEPS

Jeep-like vehicles that drive along the sides of the road, then cross in front of you and slow down to cause a crash. Rat Jeeps can be destroyed with normal fire, or with the U.Z. Cannon, Cruise Missile, or Electro Shield.

CYCLES

Small motorcyles that weave in and out of traffic. Cycles can be destroyed with normal fire, or with the U.Z. Cannon, Cruise Missile, or Electro Shield.

GUN TURRETS

Red and blue structures along the sides of the road equipped with guns that fire as you pass by. Gun turrets can be destroyed with normal fire or an U.Z. Cannon.

MINES

If there are mines on the road ahead, an indicator light to the left of your reserve fuel gauge will begin to flash orange. You may eliminate them with a Cruise Missile, or drive through them unharmed when your car is protected with the Electro Shield. When driving through a mined area, it's best to slow down so that you are better able to steer around them.

TOXIC SPILLS

Black pools of radioactive slime that appear every now and then in the roadway. If you drive through one, your car will spin completely around, then return to its normal position.

THE CONTROL PANEL

SCORE

Your score increases as you drive, and is shown on the far right side of the control panel. You also earn bonus points by shooting enemy cars and gun turrets (see the POINTS section below). These bonus points are multiplied by the Multiplier and added to your score.

MULTIPLIER

The Multiplier on the far left side of the control panel reflects your shooting accuracy. Every time you hit and destroy a target with a single shot, the Multiplier increases by 1 to a maximum of 10. When you fire at a target and miss, the Multiplier decreases by 1 to a minimum of 01. The points you've earned by destroying enemy cars and gun turrets are multiplied by the current multiplier and then added to your total score.

SPEED

Your current speed is shown on the right side of the control panel. Maximum speed is 212 mph. (298 mph. when the Nitro Inject is activated). Your speed increases in

increments as you press **UP** on the Control Pad and will maintain its current level. If you drive off the road, your speed will decrease rapidly.

FUEL

The amount of fuel you have left in your main tank is indicated by an orange bar in the center of the control panel. As you drive and your fuel decreases, this bar will also decrease. Your main tank is refueled at each check point, and you may also collect green and orange fuel globes along the way to add to your supply. Fuel globes will sometimes appear after you shoot an enemy car. If you pick up a fuel globe, you'll hear a tone. When the fuel in your main tank runs out, your reserve fuel will be used.

RESERVE FUEL

The amount of fuel left in your reserve tank is indicated by a short orange bar to the left of the main tank gauge. Reserve fuel is used only when your main tank is empty. Extra fuel is added to your reserve tank at each rally point based on your rally point score—the higher your score, the more fuel is added to your reserve tank.

MINE INDICATOR

When mines are present in the roadway, the black indicator light to the left of your reserve fuel gauge will begin to flash orange. You may want to reduce your speed until you are past the mines—this will make it easier to maneuver around them.

SPECIAL WEAPON INDICATOR

If you catch the attribute pack dropped by the support jet, the name of the special weapon will appear in the black panel beneath your speed and fuel gauges.

If you have the Nitro Inject, Cruise Missile, or Electro Shield, three round icons will appear beneath the name of the weapon indicating that you have three chances to use that weapon. Each time you activate the special weapon (by pressing the **B Button**), one of the weapon icons will disappear. When all three icons are gone, you lose that weapon. You will lose the special weapon immediately if you crash.

If you have the U.Z. Cannon, an orange bar will appear beneath the name of the weapon and decrease gradually as you fire the U.Z. Cannon. When the bar disappears, you lose the weapon. You will lose the special weapon immediately if you crash.

LEVEL NUMBER

The current level number is shown in the upper right corner of the screen.

POINTS

STINGERS:	**50 Points**
COMMAND CARS:	**100 Points**
RAT JEEPS:	**50 Points**
CYCLES:	**100 Points**
GUN TURRETS:	**200 Points**

THE HIGH SCORE SCREEN

If you qualify for the High Score Screen, it will be displayed at the end of the current game. To enter your initials, press **RIGHT** and **LEFT** on the Control Pad to scroll through the alphabet; press the **A Button** to enter the initial displayed. Press the **B Button** to back up a letter.

LIMITED WARRANTY

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COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

—Reorient the receiving antenna

—Relocate the NES with respect to the receiver

—Move the NES away from the receiver

—Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio—TV Interference Problems.

This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No. 004-000-00345-4.

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